ABSTRACT OF THE DISCLOSURE

A method and mechanism for managing graphics data. A graphics unit is coupled to share a cache and a memory with a processor. The graphics unit is configured to

5   partition rendered images into a plurality of subset areas. During the rendering of an image, data corresponding to subset areas of an image which require a relatively high number of accesses is deemed cacheable for a subsequent rendering. During a subsequent image rendering, if the graphics unit is required to evict data from a local buffer, the evicted data is only stored in the shared cache if a prior rendering indicated that the

10   corresponding data is cacheable.